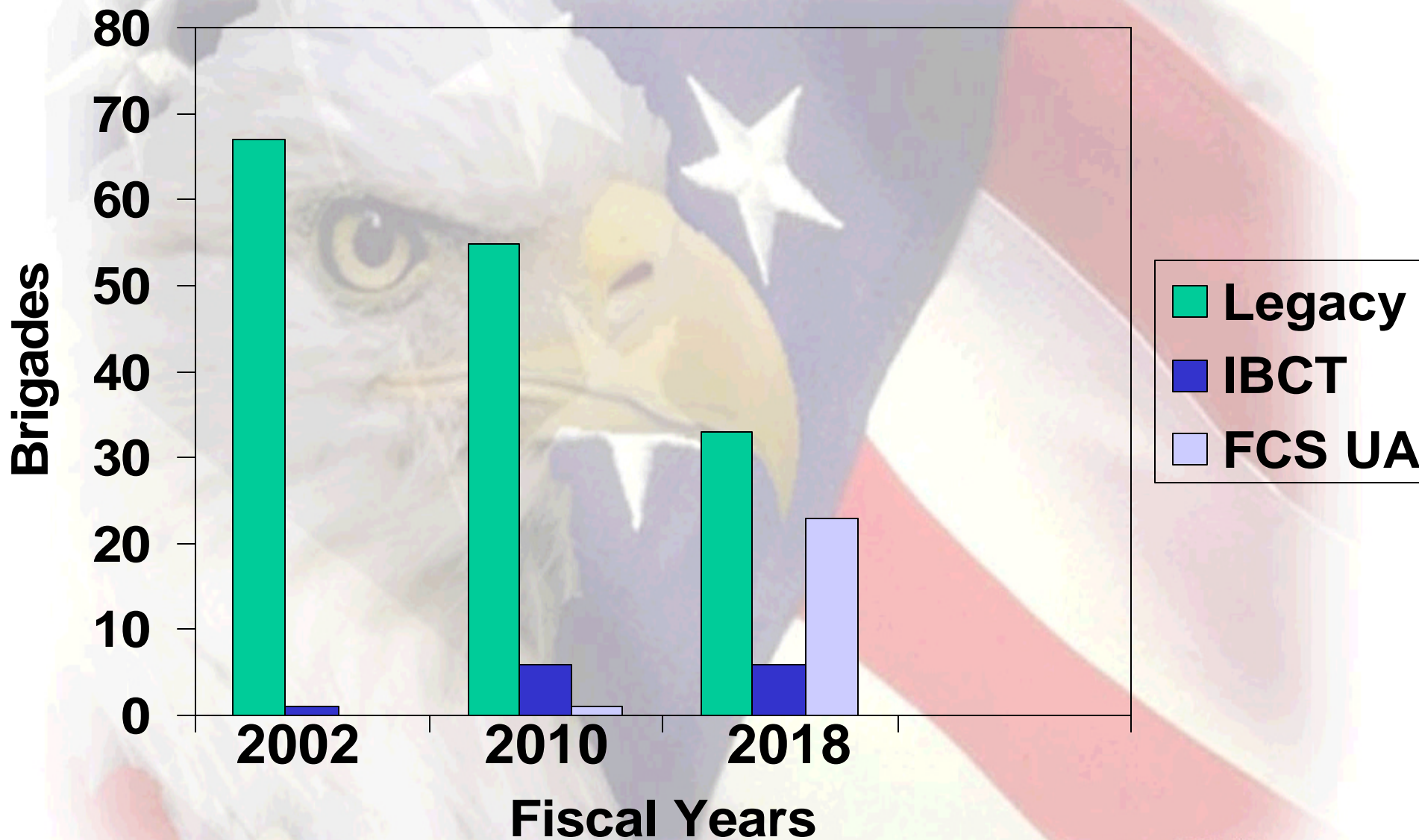




The Infantry Force

INFANTRY UNIT PROJECTIONS



Enduring Qualities of the Infantry

- Dominates the close, personal fight
- Seize, secure, and retain key terrain
- Maximum use of stealth and surprise
- Infantry “warrior” ethos

Today / Legacy

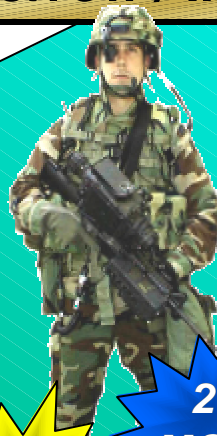


4
TOEs

4
MOS

Enabled
by:

Tomorrow / Interim



3
TOEs

2
MOS

Enabled
by:

Future / Objective

Enabled
by:

1-2
TOEs

1-2
MOS

- Executes decentralized simultaneous attacks
- Primarily at night or limited visibility
- Flexible and resilient organizations
- Enhance full spectrum operations

Areas of Operation

URBAN

- Manpower Intensive Operations
- Limits Platform-based, System Advantages

**Primarily Mounted Actions
(Rolling, Mixed Terrain)**

**Mounted Actions Supported by
Dismounted Actions (Defiles,
Danger Areas, Obstacles)**

**Dismounted Actions
Supported by Mounted
Actions (Mixed &
Complex Terrain)**

**Primarily
Dismounted
Actions**

Open, Rolling - Arid

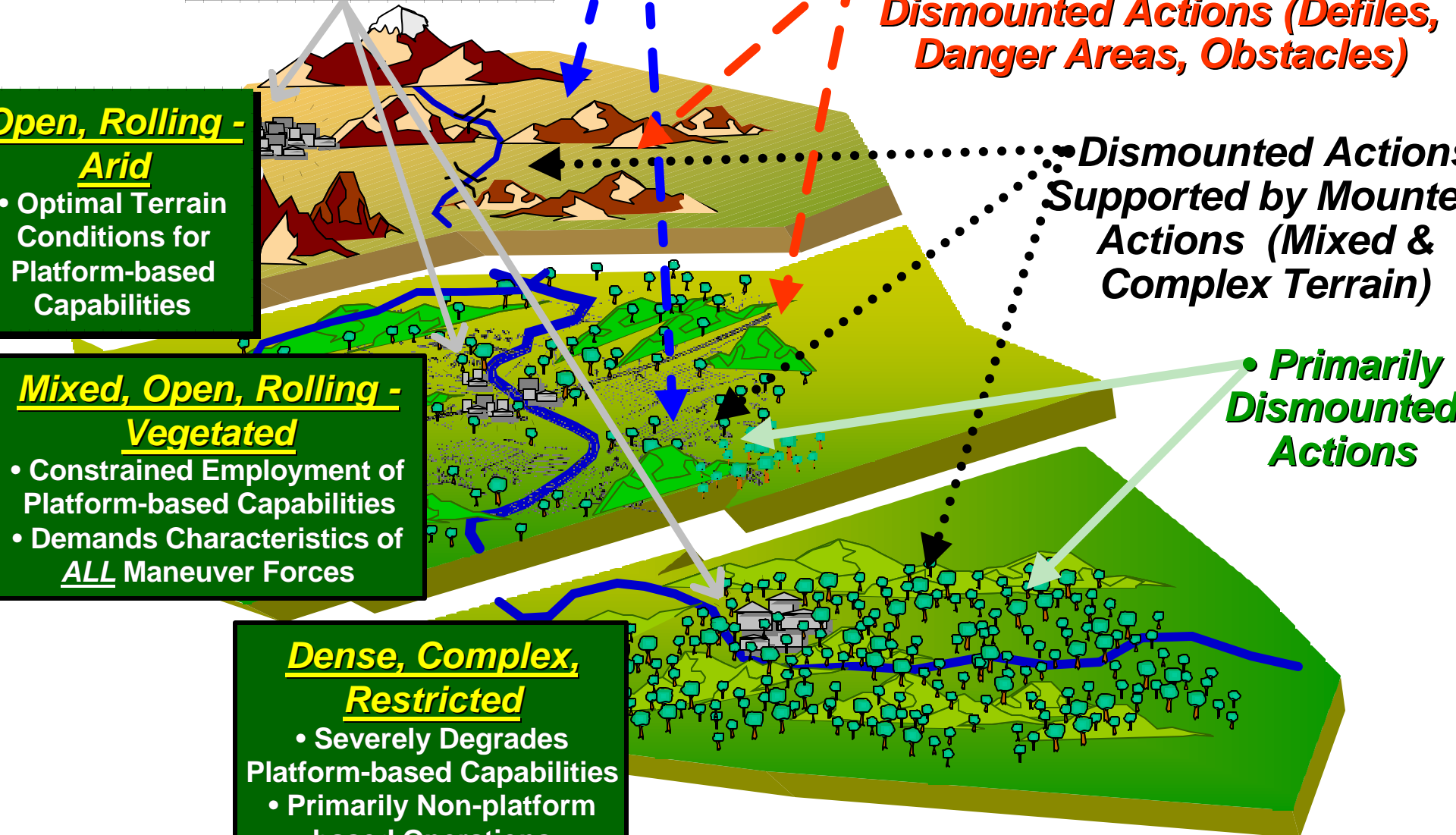
- Optimal Terrain Conditions for Platform-based Capabilities

Mixed, Open, Rolling - Vegetated

- Constrained Employment of Platform-based Capabilities
- Demands Characteristics of ALL Maneuver Forces

Dense, Complex, Restricted

- Severely Degrades Platform-based Capabilities
- Primarily Non-platform Local Operations



PRESSING REQUIREMENTS

**Synchronize Requirements between Current, Interim,
and Objective forces**

Reduction in Soldiers Load

- **Weight Reduction**
- **Improved Power Management**

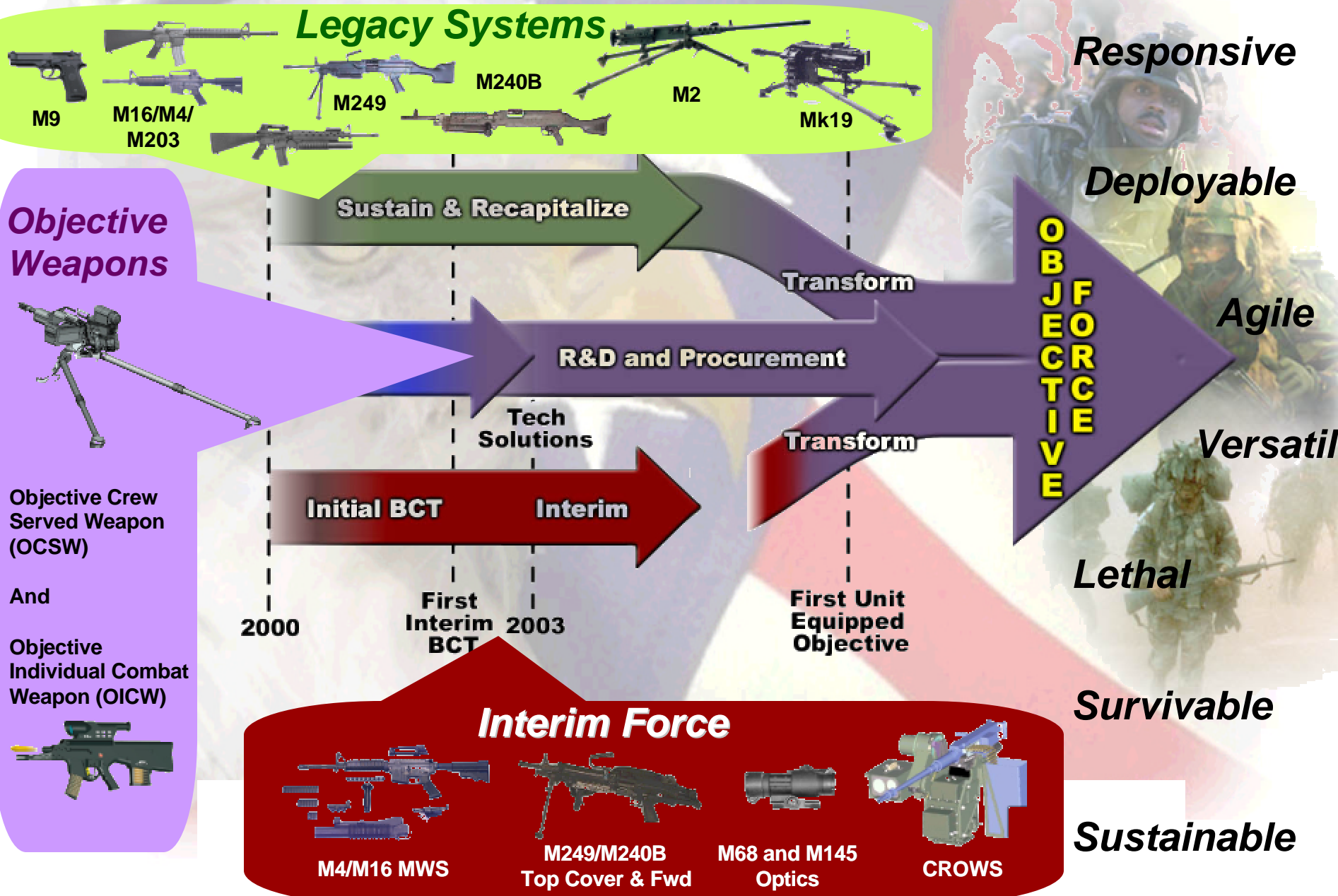
Increasing the Individual Soldier's Lethality

Improvements in C2 and Situational Awareness

Capabilities for the Infantry

Enabling Precision Engagement

Small Arms Transformation



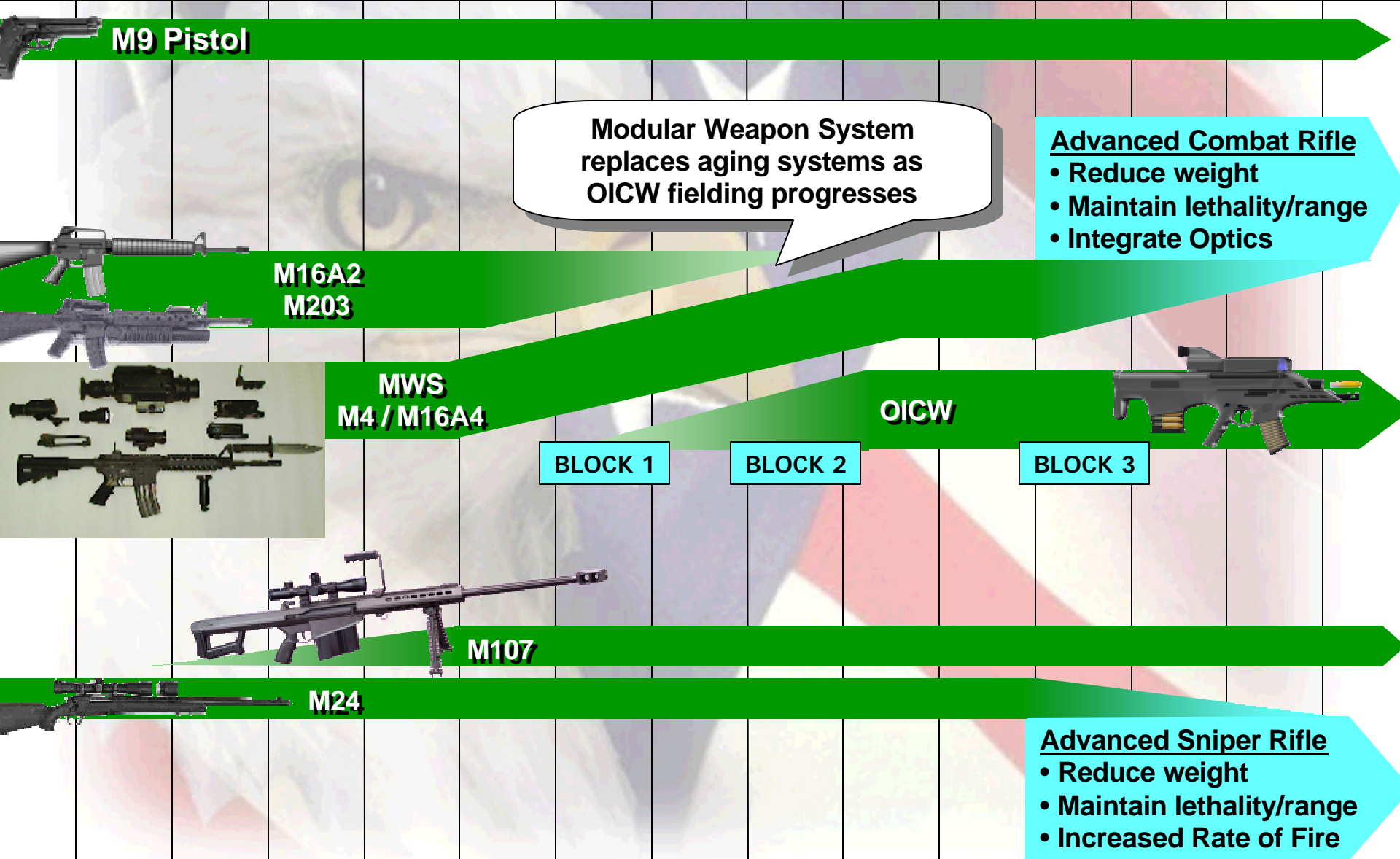
Individual Small Arms

Existing Systems

Emerging Systems

Objective Systems

2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015
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Automatic Small Arms

Existing Systems

Emerging Systems

Objective Systems

